

In the claims

Please cancel claims 1-12 and 31-39 without prejudice or disclaimer. A list showing the status of all claims presented in application serial number 09/967,055 follows.

1-12 (cancelled).

- 5 13. (previously amended) A bonus gaming device for playing a bonus game by a player, comprising:

(A) a primary game that randomly generates a bonus qualifying event;

(B) a bonus game communicated with the primary game, the bonus game being configured to generate a plurality of outcomes based on two possible symbols;

10 (C) a selector button communicated with the bonus game, the selector button being configured to allow the player to select at least one of the symbols as a winning outcome; and

(D) the bonus game displaying the symbols and calculating a payout based upon the number of outcomes that match the symbol selected by the player.

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14. (previously amended) The gaming device according to claim 13, wherein the plurality of outcomes are determined by three spinning coins each having a head side and a tail side.

15. (original) The gaming device according to claim 13, wherein a multiplier random number
20 generator selects a multiplier to increase the pay out to be awarded.

16. (original) The gaming device according to claim 14, wherein the three spinning coins are displayed on a video screen.

17. (original) The gaming device according to claim 13, wherein the bonus game automatically selects a winning outcome.

18. (original) The gaming device according to claim 13, further comprising a changing sign
5 display to entertain the player during the bonus game.

19. (original) The gaming device according to claim 18, wherein the changing sign display is a quarter.

20. (previously amended) A method of playing a bonus game comprising:

(A) allowing a player to play a primary game;

(B) generating a bonus qualifying event, the primary game generating the bonus qualifying event;

5 (C) starting a bonus game in response to the bonus qualifying event, the bonus game communicated with the primary game;

(D) selecting one of two possible symbols as a winning outcome;

(E) generating a plurality of outcomes based on the two possible symbols;

(F) displaying the plurality of outcomes; and

10 (G) determining a payout based upon the selected winning outcome.

21. (previously amended) The method of playing a bonus game according to claim 20, wherein the plurality of outcomes based on two possible symbols are determined by three spinning coins each having a head side and a tail side.

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22. (original) The method of playing a bonus game according to claim 21, wherein the three spinning coins are displayed on a video screen.

23. (original) The method of playing a bonus game according to claim 20, further comprising:

20 selecting a multiplier to increase the pay out to be awarded.

24. (original) The method of playing a bonus game according to claim 20, further comprising a changing sign display to entertain the player during the bonus game.

25. (original) The gaming device according to claim 24, wherein the changing sign display is a quarter.

26. (previously amended) The gaming device according to claim 20, wherein the outcomes
5 are generated by a secondary random number generator.

27. (original) The gaming device according to claim 23, wherein the multiplier is generated by a multiplier random generator.

28. (previously amended) A bonus gaming device for playing a bonus game by a player, comprising:

(A) a primary gaming device, the primary gaming device being configured to allow a

5 player to play a game;

(B) a bonus gaming device, the bonus gaming device being configured to generate a plurality of outcomes based on the display of one of two possible symbols, the bonus gaming device being configured to award a prize based upon the number of outcomes that match a winning outcome;

10 (C) an input device in communication with the bonus gaming device, the input device being configured to allow the player to select at least one of the two possible symbols as determining a winning outcome; and

(D) a display configured to display the outcomes.

15 29. (previously amended) The gaming device according to claim 28, wherein the plurality of outcomes are determined by three spinning coins each having a head side and a tail side.

30. (original) The gaming device according to claim 28, wherein the prize is multiplied by a multiplier.

31-39 (cancelled).

40. (previously amended) A method of playing a game by a player, the method comprising:

(A) allowing the player to play the game, the game awarding a prize to the player;

5 (B) allowing the player to select between receiving the prize or multiplying the prize by
an unknown multiplier to obtain a second prize;

(C) awarding the prize to the player, if the player selects to receive the prize;

(D) allowing the player to select one of two possible symbols resulting in a player
selected binary outcome, if the player selects to multiply the prize by the unknown
10 multiplier;

(E) determining at least one outcome based on the display of one of the two possible
symbols;

(F) displaying the outcome to the player;

(G) determining the multiplier, the multiplier being proportional to the number of
15 outcomes matching the symbol the player selected;

(H) multiplying the prize by a multiplier to obtain the second prize; and

(I) awarding the second prize to the player.

41. (original) The method of playing a game according to claim 40 wherein after the second

20 prize has been awarded, the player is allowed to repeat selecting between receiving the second
prize or multiplying the second prize by an unknown multiplier to obtain a third prize.

42. (previously amended) The method of playing a game according to claim 40 further comprising allowing the player to select between receiving the second prize or multiplying the second prize by an unknown multiplier to obtain another prize.

43. (previously amended) A method of playing a game by a player, the method comprising:

- (a) allowing the player to play a game, the game awarding a prize to the player;
- (b) allowing the player to select between receiving the prize or multiplying the prize by
5 an unknown multiplier to obtain a second prize;
- (c) awarding the prize to the player, if the player selects to receive the prize;
- (d) allowing the player to select one of two possible symbols resulting in a player
selected outcome, if the player selects to multiply the prize by the unknown multiplier;
- (e) determining at least one outcome based on the display of one of the two possible
10 symbols;
- (f) displaying the outcome to the player;
- (g) determining the multiplier, the multiplier being equal to a first predefined number if
the outcome is the same as the selected symbol, the multiplier being equal to a second
predefined number if the outcome is different than the selected symbol;
- (h) multiplying the prize by the first or second predefined number to obtain the second
15 prize; and
- (i) awarding the second prize to the player.

44. (original) The method of playing a game according to claim 43 wherein after the second
20 prize has been awarded, the player is allowed to repeat selecting between receiving the second
prize or multiplying the second prize by an unknown multiplier to obtain a third prize.

45. (previously amended) The method of playing a game according to claim 43 further comprising allowing the player to select between receiving the second prize or multiplying the second prize by an unknown multiplier to obtain another prize.

46. (previously amended) A gaming bonus device for use in a gaming system, comprising:

a. a primary gaming device randomly generating a bonus qualifying event; and

b. a bonus game acting in response to the bonus qualifying event, which generates

5 and displays an outcome based on the display of one of two possible symbols, the
bonus game allowing a player to select a winning symbol, the bonus game
awarding a prize to the player when the outcome matches the symbol selected by
the player.

10 47. (previously amended) The gaming bonus device according to claim 46, wherein the
outcome is determined by a spinning coin having a head and a tail side.

48. (previously amended) The gaming bonus device according to claim 46, wherein the bonus
game generates a bonus in response to the bonus qualifying event, the bonus game further

15 generating a multiplier when the outcome matches the symbol selected by the player.

49. (original) The gaming bonus device according to claim 48, wherein the prize is equal to the
bonus multiplied by the multiplier.

50. (previously amended) A gaming bonus method for use in a gaming system comprising:

(A) allowing a player to play a game;

(B) producing a predefined bonus qualifying event;

5 (C) allowing the player to select one of two possible symbols; and

(D) activating a bonus game acting in response to the bonus qualifying event to generate and display at least one outcome based on the two possible symbols.

51. (previously amended) The gaming bonus method according to claim 50, further comprising

10 generating a multiplier when the symbol selected by the player matches the outcome.

52. (previously amended) The gaming bonus method according to claim 51, further comprising multiplying the multiplier by a bonus to obtain a total prize.

15 53. (previously amended) The gaming bonus method according to claim 52, further comprising awarding the total prize.

54. (original) The gaming bonus method according to claim 40, wherein a consolation prize is awarded if the multiplier is equal to zero.

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55. (original) The gaming bonus method according to claim 43, wherein a consolation prize is awarded if the multiplier is equal to zero.

56. (original) The gaming bonus method according to claim 48, wherein a consolation prize is awarded if the multiplier is equal to zero.

57. (original) The gaming bonus method according to claim 52 wherein a consolation prize is
5 awarded if the multiplier is equal to zero.

58. (original) The gaming bonus method according to claim 41 wherein a progressive jackpot is awarded if the player repeats the selection for the multiplier a predetermined number of times.

10 59. (original) The gaming bonus method according to claim 43 wherein a progressive jackpot is awarded if the player repeats the selection for the multiplier a predetermined number of times.

60. (previously amended) The gaming bonus method according to claim 58 wherein the amount of the progressive jackpot is proportional to the number of outcomes matching the symbol
15 selected by the player.

61. (previously amended) The gaming bonus method according to claim 59 wherein the amount of the progressive jackpot is proportional to the number of outcomes matching the symbol selected by the player.